

IN THE CLAIMS

1. **(Currently Amended)** A computer-readable medium having computer-executable instructions for performing the steps comprising A method for creating a presentation, comprising the steps of:
 - (a) receiving information indicative of a goal, the goal being associated with a student in a specific task;
 - (b) integrating information that motivates accomplishment of the goal for use in a the presentation;
 - (c) managing information flow utilizing a table of components; and
 - (d) evaluating progress toward the goal and providing feedback that further motivates accomplishment of the goal.
2. **(Currently Amended)** The computer-readable medium A method for creating a presentation as recited in claim 1, including the step of instantiating a component from the table of components to measure progress toward the goal.
3. **(Currently Amended)** The computer-readable medium A method for creating a presentation as recited in claim 2, including the step of instantiating a component from the table of components to interrupt and interview the a student to obtain information to measure progress toward the goal and determine appropriate feedback.
4. **(Currently Amended)** The computer-readable medium A method for creating a presentation as recited in claim 1, including the step of instantiating a component from the table of components to analyze progress and determine appropriate feedback.
5. **(Currently Amended)** The computer-readable medium A method for creating a presentation as recited in claim 1, including the step of instantiating a component from the table of components to evaluate options and present appropriate feedback to assist the a student to achieve the goal.
6. **(Currently Amended)** The computer-readable medium A method for creating a presentation as recited in claim 1, including the step of instantiating a component from the table of components to simulate a business application.
7. **(Currently Amended)** The computer-readable medium A method for creating a presentation as recited in claim 1, including the step of instantiating a component from the table of components to interact with a quantitative analysis model to perform what-if-analysis.

8. **(Currently Amended)** The computer-readable medium ~~A method for creating a presentation~~ as recited in claim 1, including the step of instantiating a component from the table of components to interact with the a student utilizing rule-based logic.

9. **(Currently Amended)** The computer-readable medium ~~A method for creating a presentation~~ as recited in claim 1, including the step of instantiating a component from the table of components to present a time based simulation.

10. **(Currently Amended)** An apparatus that creates a presentation, comprising:

(a) ~~(b)~~ a processor;

(b) ~~(c)~~ a memory that stores information under control of the processor;

(c) ~~(d)~~ logic that integrates information that motivates accomplishment of the goal for use in the presentation, the goal being associated with a student in a specific task;

(d) ~~(e)~~ logic that manages information flow utilizing a table of components; and

(e) ~~(f)~~ logic that evaluates progress toward the goal;

11. **(Original)** An apparatus that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to measure progress toward the goal.

12. **(Currently Amended)** An apparatus that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to interrupt and interview the a-student to obtain information to measure progress toward the goal and determine appropriate feedback.

13. **(Original)** An apparatus that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to analyze progress and determine appropriate feedback.

14. **(Original)** An apparatus that creates a presentation as recited in claim 10, including logic that instantiates instantiating a component from the table of components to evaluate options and present appropriate feedback to assist the a-student to achieve the goal.

15. **(Original)** An apparatus that creates a presentation that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to simulate a business application.

16. **(Original)** An apparatus that creates a presentation that creates a presentation that creates a presentation as recited in claim 10, including logic that instantiates a component from

the table of components to interact with a quantitative analysis model to perform what-if-analysis.

17. **(Currently Amended)** An apparatus that creates a presentation as recited in claim 10, including logic that instantiates a component from the table of components to interact with the a student utilizing rule-based logic.

18. **(Original)** An apparatus that creates a presentation as recited in claim 10, including logic that instantiates instantiating a component from the table of components to present a time based simulation.